

Exhibition

Robofest Exhibition Judging Rubric

Division: ____ Jr. ____ Sr. Team Name: _____ Team ID: _____

Judge Name:

Brief project description:

5: Strongly Agree	excellent, outstanding, advanced, exemplary, or amazing
4: Agree	good, accomplished, or proficient
3: Neutral	average, intermediate level, or acceptable
2: Somewhat Disagree	attempted but needs work
1: Disagree	little attempted or needs lots of help

1 ~ 5

Judging Category	Sub Categories	Weight	Score
1. STEM learning	This project truly demonstrates applications of science, engineering, and math.	8%	
	Students have an age appropriate understanding of the science, engineering and math concepts they applied.	8%	
2. Project idea and originality	The project idea was very original and showed impressive creative thinking and problem solving skills.	12%	
3. Project demo performance (robot)	The official public robot demo was free from problems and very impressive.	12%	
4. Project presentation	Project presentation was clear, well organized, and delivered effectively within the allowed time.	8%	
	Information on the team poster, brochure and signage was clear, well designed, and able to be understood even by robotic novices. Project remained within allowed size parameters.	4%	
5. Teamwork	Specific member roles were clearly introduced. Work division was well balanced. Team members were respectful toward each other.	5%	
	Teamwork and team spirit were evident. <i>Note: If the team only has one member, the score should be 1.</i>	3%	
6. Robot design	The robot mechanical design was creative, effective, user-friendly, and sturdy.	8%	
7. Project complexity	The project is complex with multiple features/functions, sensors, and components.	7%	
8. Practicality	The project shows potential as a useful and practical application of robotics technology.	7%	
9. Programming	Students were able to explain their programming code. Programs are well structured and commented.	8%	
10. Team independence	Based on my observations and interaction with the team, I believe the project was mostly designed, developed, and programmed by students, not by adult coaches, parents, or mentors. The students were able to clearly and confidently explain each part of their project.	10%	